

CLAIMS

1. A method for displaying, at a client, transient
5 messages received over a network, the method comprising:
storing, independently of a user action, each one of at
least one multimedia object containing at least one
transient message when each multimedia object is initially
rendered at the client; and

10 enabling a subsequent rendering of at least one of the
stored multimedia objects containing at least one stored
transient message in response to a user selection.

2. The method of claim 1 wherein the at least one
15 multimedia object is at least one of an animated GIF
multimedia object, a moving picture type multimedia object,
a vector graphic multimedia object, and a static image
multimedia object.

20 3. The method of claim 1 wherein the step of storing
further comprises storing at least one of the multimedia
objects at the client.

4. The method of claim 1 wherein the step of storing
25 further comprises storing at least one of the multimedia
objects at a server which is in communication over the
network with the client.

5. The method of claim 1 wherein the step of enabling
30 a subsequent rendering of at least one of the stored

transient messages in response to a user selection further comprises replaying a transient message in response to a user selection of a named multimedia object from a list of the saved multimedia objects displayed at the client.

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6. The method of claim 1 wherein the step of enabling a subsequent rendering of at least one of the stored transient messages in response to a user selection further comprises replaying a sequence of a plurality of the stored multimedia objects on a display at the client in response to the user selection of a control button associated with a list of the saved multimedia objects displayed at the client.

15 7. The method of claim 1 wherein the storing step occurs for a configurable duration of time.

8. The method of claim 1 wherein the step of storing further comprises storing at a server, which is communicatively connected over the network with the client, each of the multimedia objects in a queue as each multimedia object is initially rendered at the client.

9. The method of claim 8 further comprising sending a given multimedia object from the queue and a corresponding software unit to enable the multimedia object to be played in response to a selection of a replay button sent from the server to be displayed at the client in conjunction with the multimedia object in an area of a document allocated to the multimedia object.

10. A computer program product having computer readable program code means on a computer usable medium having instruction means for enabling a display, at a
5 client, of transient messages received over a network, comprising:

instructions for storing, independently of a user action, each one of at least one multimedia object containing at least one transient message when each
10 multimedia object is initially rendered at the client; and
instructions for enabling a subsequent rendering of at least one of the stored multimedia objects containing at least one stored transient message in response to a user selection.

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11. The program product of claim 10 wherein the instructions for enabling a subsequent rendering of at least one of the stored transient messages in response to a user selection further comprises instructions for displaying a
20 list of the stored multimedia objects and replaying a transient message in response to a user selection of a named multimedia object from the list.

12. The program product of claim 10 wherein the
25 instructions for enabling a subsequent rendering of at least one of the stored transient messages in response to a user selection further comprises instructions for enabling a replaying of a sequence of a plurality of the stored multimedia objects on a display at the client in response to
30 the user selection of a control button.

13. The program product of claim 10 wherein the instructions for storing further comprises instructions for storing at a server, which is communicatively connected over the network with the client, each of the multimedia objects in a queue as each multimedia object is initially rendered at the client.

14. The program product of claim 10 further comprising instructions for sending a given multimedia object from the queue and a corresponding software unit to enable the multimedia object to be played in response to a selection of a replay button sent from the server to be displayed at the client in conjunction with the multimedia object in an area of a document allocated to the multimedia object.

15. A computer system having means for displaying, at a client, transient messages received over a network, the system comprising:

20 means for storing, independently of a user action, each one of at least one multimedia object containing at least one transient message when each multimedia object is initially rendered at the client; and

means for enabling a subsequent rendering of at least one of the stored multimedia objects containing at least one stored transient message in response to a user selection.

16. The computer system of claim 15 wherein the at least one multimedia object is at least one of an animated GIF multimedia object, a moving picture type multimedia

object, a vector graphic multimedia object, and a static image multimedia object.

17. The computer system of claim 1 wherein the means
5 for enabling a subsequent rendering of at least one of the stored transient messages in response to a user selection further comprises means for replaying a transient message in response to a user selection of a named multimedia object from a list of the saved multimedia objects displayed at the
10 client.

18. The computer system of claim 15 wherein the means
for enabling a subsequent rendering of at least one of the stored transient messages in response to a user selection
15 further comprises means for replaying a sequence of a plurality of the stored multimedia objects on a display at the client in response to the user selection of a control button associated with a list of the saved multimedia objects displayed at the client.

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19. The computer system of claim 15 wherein the means for storing further comprises means for storing at a server, which is communicatively connected over the network with the client, each of the multimedia objects in a queue as each
25 multimedia object is initially rendered at the client.

20. The computer system of claim 19 further comprising means for sending a given multimedia object from the queue and a corresponding software unit to enable the multimedia
30 object to be played in response to a selection of a replay

button sent from the server to be displayed at the client in conjunction with the multimedia object in an area of a document allocated to the multimedia object.

- 5 21. A method for redisplaying, at a client, at least one transient message displayed in a browser, the method comprising:

identifying a region associated with the at least one transient message;

- 10 clipping the region associated with the at least one transient message;

storing, independently of a user action, each transient message when each transient message is initially rendered by the browser; and

- 15 enabling a subsequent rendering of at least one of the transient messages in response to a user selection.

22. The method of claim 21 further comprising associating a separate identifier for each stored transient message; and enabling a use of the identifier for the user selection.

23. A computer system having means for redisplaying at least one transient message displayed in a browser, the system comprising:

means for identifying a region associated with the at least one transient message;

means for clipping the region associated with the at least one transient message;

means for storing, independently of a user action, each transient message when each transient message is initially rendered by the browser; and

means for enabling a subsequent rendering of at least
5 one of the transient messages in response to a user selection.

24. A computer program product having computer readable program code means on a computer usable medium having
10 instruction means for enabling a redisplaying of at least one transient message displayed in a browser, the computer program comprising:

instruction means for enabling an identification of a region associated with the at least one transient message;

15 instruction means for enabling a clipping of the region associated with the at least one transient message;

instruction means for storing, independently of a user action, each transient message when each transient message is initially rendered by the browser; and

20 instruction means for enabling a subsequent rendering of at least one of the transient messages in response to a user selection.